

In the Claims:

1. (previously presented) A method, comprising:

assembling in a first column a plurality of objects of a slide that are to be displayed successively one after the other when a multimedia presentation is played on a communication or computing terminal having a display device, and also assembling in a second column any and all objects of the slide that are to be displayed in parallel with and side-by-side with any of the objects of the first column when the presentation is played; and

displaying at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the presentation is played, for editing by a user.

2. (previously presented) A method as in claim 1, wherein the multimedia presentation is for communication as a multimedia message service message.

3. (previously presented) A method as in claim 1, wherein a synchronized multimedia integration language is used to prescribe how the multimedia presentation is to be played, and the objects in the first column displayed for editing are the objects included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

4. (previously presented) A computer program product comprising: a computer readable storage structure embodying computer program code thereon for execution by a computer processor in a communication or computing terminal, with said computer program

code characterized in that it includes instructions for performing the steps of the method of claim 1.

5. (previously presented) An apparatus, comprising:

means for assembling in a first column a plurality of objects of a slide that are to be displayed successively one after the other when a multimedia presentation is played on a communication or computing terminal having a display device, and also assembling in a second column any and all objects of the slide that are to be displayed in parallel with and side-by-side with any of the objects of the first column when the presentation is played; and

means for displaying at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the presentation is played for editing by a user.

6. (previously presented) An apparatus as in claim 5, wherein the multimedia presentation is for communication as a multimedia message service message.

7. (previously presented) An apparatus as in claim 5, wherein a synchronized multimedia integration language is used to prescribe how the multimedia presentation is to be played, and the objects in the first column displayed for editing are the objects included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

8. (previously presented) A telecommunications network including a plurality of telecommunications terminals at least one of which

includes an apparatus according to claim 5.

9. (previously presented) A method as in claim 1, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.

10. (previously presented) An apparatus as in claim 5, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.

11. (previously presented) An apparatus, comprising a processor configured via instructions stored on computer-readable media so as to:

assemble in a first column a plurality of objects of a slide that are to be displayed successively one after the other when a multimedia presentation is played on a communication or computing terminal having a display device, and also assembling in a second column any and all objects of the slide that are to be displayed in parallel with and side-by-side with any of the objects of the first column when the presentation is played; and

display at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the presentation is played for editing by a user.

12. (previously presented) An apparatus as in claim 11, wherein the multimedia presentation is for communication as a multimedia message service message.

13. (previously presented) An apparatus as in claim 11, wherein a synchronized multimedia integration language is used to prescribe

how the multimedia presentation is to be played, and the objects in the first column displayed for editing are the objects included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

14. (previously presented) A telecommunications network including a plurality of telecommunications terminals at least one of which includes an apparatus according to claim 11.

15. (previously presented) An apparatus as in claim 11, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.